



A COMPARATIVE STUDY OF RULES AND LAWS

2022-23 SOCCER GUIDE

<p>TOPIC</p>			<p>IFAB/FIFA</p>
<p>Terminology - (It is important to use the proper terminology, especially in writing game reports)</p>	<p>Rules Ejection Drop Ball Game Overtime Penalty Coaching and Team Area Terminated Game Alternate Official Impeding Progress of opponent</p>	<p>Rules Disqualification Drop Ball Game Overtime Penalty Official and Team Area Terminated Game 4th Official Obstruction</p>	<p>Laws Send Off Dropped Ball Match Extra Time Sanction Technical Area Abandoned Match 4th Official / Additional Assist. (AAR), Video Assist. Referees Impedes Progress of Opponent</p>
<p>Interpretations</p>	<p>Approved Rulings (A.R.) appearing in the Rule book are official decisions of the NCAA. The NCAA secretary/rules editor can be contacted for interpretations.</p>	<p>Play Rulings in the Rules book are interpretations approved by the NFHS Soccer Rules Committee. Member state associations of the NFHS independently make decisions regarding compliance with or modifications of the playing rules for the student athletes in their respective states. The Rules describe 3 systems of mechanics that may be used; the Dual Officiating System, The Diagonal System of Control (DSC) and the Double-Dual System.</p>	<p>Decisions of the Int'l. F.A. Board are official interpretations. Additional Interpretations in the U.S. can be obtained initially through the U.S. Soccer Referee Department or the State Director of Instruction (SDI). The IFAB Laws of the Game Book has been updated for 2022-23 as of July1.. The Diagonal System of Control (DSC) is described in other IFAB and USSF publications.</p>

TOPIC	NCAA	NFHS	IFAB/FIFA
<u>FIELD OF PLAY</u>	<u>RULE 1</u>	<u>RULE 1</u>	<u>LAW 1</u>
11 Yd. Encroachment Hash Mark from corner	Mandatory – Correct before match, if not possible, begin game and file report. Only on goal line. No provision for touchline	Same as IFAB	Optional both off of goal line and off of touchline
Penalty Kick Mark	2-foot Line or 9" diameter spot	Same as NCAA	9 inch diameter spot
Goal Nets	Mandatory	Same as NCAA	Nets may be attached to the goals and the ground behind the goal.
Coaching and Team Area	20 yards long and at least 5 ft. from touchline, benches at least 10 yds. apart Caution to coach who coaches outside the area after a first verbal warning and IFK where ball was if game stopped. Ejection for 3rd offence. R 12.14	Same size as NCAA except benches 20 yds. apart and at least 10 ft. from touchline. Caution to coach who leaves this area. R 1, Sec. 5. Benches should be on same side of field – if not, benches should be diagonally opposed from each other on opposite side of field	Specifies a Technical Area. Only one person at a time may convey information to the players
Coach communication	Coaches who are <i>eligible to participate</i> may communicate with each other electronically either on or offsite.	No provision but no phones or radios allowed during play. Communication devices on sideline only. Cannot communicate with players.	Only medical personnel can use electronic communication to relay information on injured players
Padded Goal Posts	Not Sanctioned	A white commercially made pad at least 72" in height and a max. of 1" thick may be placed on the vertical posts.	Not Sanctioned
Goal Post Placement	Goal lines must be the same width as the goal posts and crossbars.	Rear of each goal post shall be on the outer edge of the goal line. R 1, Sec. 4, Art. 1	Goal lines must be the same width as the goal posts and crossbars.
Field Conditions for play to start and continue	Determination made by referee	Prior to start of game, host institution representative determines; thereafter determination is made by referee.	Determination made by referee.
Games played indoors	Game may be played indoors	No provision	Games may be played in indoor stadiums.
Turf Fields	Permitted – no restrictions	Same as NCAA	Turf fields must meet the requirements of the FIFA Quality Programme for Football Turf.

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<u>THE BALL</u>	<u>RULE 2</u>	<u>RULE 2</u>	<u>LAW 2</u>
Number of Balls	No fewer than 5, identical balls. At least 4 ball persons at least 10 yrs. of age. Recommended to wear colored vests. Pressure of balls – 8.5 to 15.6 psi	3 or more of similar quality. Must have NFHS logo displayed, supplied by home team or referee can select from visitor if unavailable. Inflate to manuf. spec. At least 2 ball holders.	1 required, others may be used if available. For major international matches – IFAB marking required. Balls can be spaced around the field to speed up play during the game. Ball pressure- 8.5 to 15.6 lbs./sq in.
<u>PLAYERS AND SUBSTITUTES</u>	<u>RULE 3</u>	<u>RULE 3</u>	<u>LAW 3</u>
Team Roster	REQUIRED to be presented to referee, scorekeeper, and other coach 30 mins. prior to game. Copy for referee – should not show total cautions and ejections. Terminate if not given	REQUIRED to be presented by coach or player to referee 5 mins. prior to game. Names may be added to roster after start of play. Player numbers required on roster	Names of subs given to referee prior to match (3 to 12 in top level matches only 6 may be used). List of subs must be given to referee before the match
When Substitutions Allowed	<u>Either Team</u> : End of period; goal; goal kick; player removed for equipment change (other team may sub equal number); injury or caution (only players involved – other team may sub like number); bleeding injury; blood on uniform; or signs of concussion must be subbed and can return on any stoppage if cleared by medical personnel (not charged with reentry) GK ejected (team plays short but may sub for GK-no sub for other team. Player leaves field for equipment change without sub, may return at next stoppage	<u>Either Team</u> : Unlimited at end of period; goal; goal kick (players must have already reported to scorer); caution (player must go out); injury if referee stops clock, player must go out including goalkeeper; disqualification (but not for disqualified player); blood on player or uniform or any sign of concussion (may not return until cleared by health care professional. When Bench player carded, and subs have already reported. All subs must be beckoned onto field except before start of a period. Player leaving for <u>improper</u> equipment may be subbed for and after corrected may reenter at next dead ball	At any stoppage with permission of referee. Player leaving for equip. change or repair can reenter during play with permission of referee. Free substitution allowed and subbed player allowed back in for youth, veterans, and disability teams. Sub entering field without permission – Indirect Free Kick to opponents and Caution (Yellow Card) 12 men on field when goal is scored – Direct Free kick from position of the extra player.
continued	<u>Team in Possession</u> : Throw-in or corner kick (if sub, opposing team may also sub). Players must have reported to scorer prior to ball going out of play	<u>Team in Possession</u> : Same as NCAA	See above

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<u>PLAYERS AND SUBSTITUTES</u>	<u>RULE 3</u>	<u>RULE 3</u>	<u>LAW 3</u>
When Substitute Becomes a Player of Record	When beckoned on by referee during first 85 mins. of match. During last 5 mins., when referee signals the clock to stop if the leading team substitutes	When beckoned onto field by the referee	When the substitute enters the field (must be at the halfway line). <i>Player being replaced must leave the field at the nearest point on boundary line, not necessarily at the center</i>
Restrictions of Substitution	During 1st half and in each overtime period – no reentry. One reentry in 2nd half (R3, Sec5). GK allowed one reentry in each period and each overtime	A player substituted for may reenter an unlimited number of times in the match	Player replaced may not reenter the match (this differs in many local competitions and youth matches. (Refer to local league laws)
Changing of Goalkeeper with Field Player	During any stoppage with referee's permission. Verbal warning to both players at next stoppage for violation. No sub from the bench for GK during a penalty kick (unless injury or GK ejection)	Whenever clock is stopped or at a substitution time with after notifying referee. Both players verbally warned for any violation	During any stoppage with referee's permission. Caution both players for violation when ball is out of play
Withdrawing a Reported Substitute	Sub is not required to enter but is charged with a reentry	Once beckoned onto field by referee, sub must enter	No requirement
<u>PLAYER'S EQUIPMENT</u>	<u>RULE 4</u>	<u>RULE 4</u>	<u>LAW 4</u>
Casts, Facemasks, "Ankle Braces", Monitoring Devices and head covers	Casts permitted if covered and not considered dangerous by referee. Facemasks permitted. Players may wear a device to monitor data which can be used during the match. Data collection devices visible outside the uniform subject to referee inspection.	Hard casts or splints must be padded with closed cell foam at least 1/2" thick. Facemask, if worn, must be molded to the face with no protrusions; player must have a medical release at game site signed by a physician for use of mask; Metal ankle braces must be worn inside socks; non-metal may be worn outside of sock. Soft padded headbands allowed. Capt. armband, if worn, must be on arm. Heart monitors allowed. Head covering allowed if approved by state. Hearing aids legal	Referee's discretion – check for safety and require padding if cast is hard or dangerous. Soft facemasks permitted if referee deems them not dangerous. Head covers allowed if black or same color as jersey. May not be attached to jersey. Monitoring devices (EPTS) allowed but may not be received or used during the match in the technical area Goalkeepers caps allowed
Uniform Numbers	8" number of back of jersey and 4" number on front of jersey including GK	6" number of back of jersey including GK, 4" number on front of jersey or on shorts	Nothing specified in Laws

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<u>PLAYER'S EQUIPMENT</u>	<u>RULE 4</u>	<u>RULE 4</u>	<u>LAW 4</u>
Visible Apparel Under Uniform and Stockings Including arm and leg sleeves (NFHS)	Visible apparel worn under shirt or shorts, must be a solid color and recommended that it matches dominant color of the garment. Same color must be worn by all team members wearing undergarments	If worn under shorts or jersey, must be solid like color for team and similar length for individual. Can differ from uniform color. Both socks must be of similar dominant color. If tape is applied over sock, it must be of similar color as that part of the sock.	All visible undergarments (shirt or shorts) must be same main color as uniform shirt or shorts. Shirts must have sleeves. Any tape or any material applied over the stockings must be the same color as that part of the stocking
Uniform Colors	Home team responsible to ensure their uniforms (shirt and socks) contrast to those of the visitor	Home Team – Jerseys and socks must be dark color; visitors - white jerseys and solid white socks.	Nothing specified in Laws; no political, religious, or personal statements permitted
Jerseys Tucked-In	Not specified	<i>Not required</i>	Not specified
Goal Keeper's Jersey and Socks	Jersey must differ from all field players and stockings must differ from opponent's field players	Must differ from all other players, but Jersey can be same color as opponent's GK. Socks must differ from opponents' socks	Must differ from all players and officials. May be same color as opposing Goalkeeper
Jewelry	Not permitted except for "Medic Alert" bracelets or necklaces if taped to player's body. Sanction is clock to be stopped, player ordered off field (no sub) until next sub opportunity. Cannot tape over	Not permitted, except medical or religious medals which must be taped under uniform. "Medical Alert" bracelet must be taped and may be visible. Colored mouth protectors allowed. Cannot tape over	Not permitted. Tape over is not permitted
Shin guards	NOCSAE standard required	NOCSAE standard required. Seal and height range of player must be stamped on outside	Shin guards required – must be made of a suitable material to provide reasonable protection.
<u>THE REFEREE</u>	<u>RULE 5</u>	<u>RULE 5</u>	<u>LAW 5</u>
System of Match Control	Diagonal System of Control (DSC) shall be used. If one official fails to appear, the dual system may be used only if it is impossible to secure a replacement official to operate the DSC.	DSC, Dual (2 referee) or Double Dual (3 referee) systems authorized	DSC Only – may use club linesmen if necessary. May use Additional Assist. Referees (AAR) and video assistant referees (VAR). Some youth leagues may use only center ref.

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<u>THE REFEREE</u>	<u>RULE 5</u>	<u>RULE 5</u>	<u>LAW 5</u>
Power to Forfeit or Terminate Match	Terminate if coach will not end discussion or leave the field; team refuses to return to field with 3 mins; failure to submit roster prior to match. If a team is not on field within 15 mins of game time it is declared “no contest”. Referee can suspend game. If game is terminated less than 70 mins into match, it is declared “no contest”	Forfeit if less than 7 players, however, if below 7 due to equipment problem, minor injury or blood, wait for treatment or correction. Referee can terminate if team refuses to play, no crossbar, etc.	Referee has no power to declare a forfeit but may suspend or terminate a match
Authority Begins and Ends	Begins when referee arrives at site and referee must arrive at least 30 minutes prior to scheduled game time and authority ends when officials leave the game site	Begins when referee enters field or surroundings and at least 15 mins. prior to start of game and ends when officials leave the field and its immediate surroundings	Begins when officials enter the field area and ends after the match ends (including kicks form the penalty mark).
Referee Uniform	Deleted previous text. Officials must wear matching jerseys that are different from both teams field players. Cap permissible, Shoes-mainly black. No jewelry except for watch. Officially approved jerseys and socks coming in 2023.	As set by State Association, but usually the same shirt as USSF. Black shorts or long trousers, black stockings with white top stripes. Predominantly black shoes. In some states, black and white striped shirts are worn. Solid black cap may be worn. Shirt must differ from field players, but not goalkeepers	Shirts – Gold, black, green, red or blue, Socks-black with three white top bands or solid black with logo mid-calf. Caps not specified but generally permitted if conditions warrant in club matches. Not generally worn in top matches
Whistles and Hand Signals	Whistle used for kickoff, penalty kicks, and to signal play stoppage. Other whistles discretionary. Signals are used for throw-in direction, indirect and direct free kick, goal corner kicks, corner and goal kicks, advantage with verbal “play-on” Timeout signal is specified	Whistles same as NCAA, used also to signal restarts after substitutions, injuries, and time stoppage; when a card is given and on encroachment; discretionary if needed when ball goes out of play. Hand signals same as NCAA but adds a wind-up motion to start clock after time has stopped; goal signal; one arm signal may be used for advantage call instead of two arms	Whistle used for kick-off, penalty kick, restarts and stoppages, as necessary. Signals – same as NCAA except no signal for clock stoppage. If needed, one arm signal may be used for advantage call instead of two arms. <i>IFK signal need not be held after kick is taken if scoring would be improbable</i>

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<u>THE REFEREE</u>	<u>RULE 5</u>	<u>RULE 5</u>	<u>LAW 5</u>
Time Keeping	Home team clock is official, referee takes over on malfunction. Game ends when signal sounds or clock shows 0:00. Timer counts last 10 seconds down to zero. Last 5 mins. of game, referee has discretion to allow clock to run or stop when losing team player is carded	Referee keeps time only by agreement of the coaches or state association – otherwise, home team controls clock. Timer counts down last 10 seconds.	Referee keeps official time and indicates how much additional time is to be added in half and match for time lost
Pre-game Conference	Nothing specified at coin toss.	Head coach must attend with captain(s). Referee address sportsmanship and inquires of the coaches if players are properly and legally equipped.	Nothing specified in Laws
2nd Caution Mechanics for Displaying Cards	Display yellow card and then red card sequentially.	Same as NCAA	Display yellow card and then red card sequentially.
Post-Game Score Verification	All officials must approve box score. Jurisdiction over the score and statistics ends upon signing. Once score sheet is signed and released for publication, coaches, players and other personnel bear the burden of errors. Protests may be filed only up to 48 hours after game.	Head referee must verify score	A match report to the appropriate authorities is required
<i>Ball strikes an official</i>	<i>Play on. If ball goes into goal or possession changes, drop ball</i>	<i>Drop Ball to player Of team that possessed last</i>	<i>Dropped ball to return possession to team originally in control</i>

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<u>THE A.R. and OTHER OFFICIALS</u>	<u>RULE 6</u>	<u>RULE 6</u>	<u>LAW 6</u>
Other game personnel	The timekeeper and scorekeeper are required. An Alternate Official (AO) may be used. A minimum of 4 ball persons over the age of 10 is recommended	A scorer and timer are preferably used designated by home school, but by agreement of coaches, both functions may be performed by the head referee. At least 2 ball holders are provided by home team. A 4th official may be used.	A 4th official may be used. In some leagues, additional assistant referees located beyond the goal lines. A reserve assistant referee may be appointed to the game. VMO's can be appointed if deemed necessary.
Signal to Inform Referee that a Foul by Defender was Inside Penalty Area	AR moves smartly to the corner	No signal specified	AR moves smartly to the corner or what referee recommends in pre-game discussion.
<u>DURATION OF</u>	<u>RULE 7</u>	<u>RULE 7</u>	<u>LAW 7</u>
Length of periods	2- 45 min. periods. In regular season 2-10 min. sudden victory overtimes in post season only. For post- season tournaments, see R 7.1.2, which includes kicks from the penalty mark after the overtime periods. Periods end when clock reaches 0:00 even if no horn sounds.	2- 40 min. periods or 4-20 min quarters Overtime allowed by state association, up to 20 mins. maximum, sudden victory may be permitted by state during regular season. Post-season tie breaking procedures are left to state associations.	2-45 min. periods plus allowances for time lost due to subs., injury, time wasting, etc. The local rules of competition may allow for 2 full overtime periods not to exceed 15 mins. each as well as kicks from the penalty mark.
Official Game	A suspended game of less than 70 minutes is declared "no contest". If at least 70 mins. have been played the game is official. A suspended game may be resumed at a later date from the point of interruption	Official game if one half has been played unless otherwise set forth by state association. If suspended during the first half, state association determines if game is to be rescheduled from the beginning or from the point of suspension.	An abandoned match is replayed unless the competition rules or organizers determine otherwise.
Half-time and Overtime (OT) Intervals	15 mins for half time except post-season by agreement, less by prior consent of coaches and officials. Between end of game and first OT period – 5 mins. Between overtime periods – 2 mins. Water break allowed if W B G T temp is 86° or higher.	10 minutes for half- time unless otherwise agreed by coaches. Between end of game and first OT period – 5 minutes. Time between overtime periods, 2 minutes.	Players are entitled to a halftime interval. It must not exceed 15 mins.

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DURATION OF GAME	<u>RULE 7</u>	<u>RULE 7</u>	<u>LAW 7</u>
Clock stops	Goal, penalty kick, cards, & at discretion of referee (injury, time wasting, etc.). Subs during last 5 mins. of 2nd half and 2 nd OT by leading team and special TV timeouts. Also, if player shows signs of concussion.	Goal, penalty kick, yellow and red cards, and at discretion of referee, (to assess possible injury, time wasting, etc.) Subs during last 5 mins. of 2nd half by leading team	Allowance for lost time in each half for all playing time lost in that half through: substitution, assessment and/or removal of injured players, wasting time, disciplinary sanctions, medical stoppages (drink & cooling breaks) VAR checks.
<u>START OF PLAY</u>	<u>RULE 8</u>	<u>RULE 8</u>	<u>LAW 8</u>
Coin Toss – winner	Choice of goal or kick off. Same procedure for 1st sudden-victory overtime period.	Same as NCAA	Same as NCAA.
Kickoff	Same as IFAB	Same as IFAB	Ball may be kicked in any direction. Kicker may stand in opponent's half. Goal can be scored from kickoff, <i>but not own goal</i>
Drop Ball	Drop ball where play was <i>stopped by the referee except if in penalty area, drop for GK</i> <i>If outside Penalty area, drop for one player of team that last touched ball. All other players must be 5 yds. away</i> Same as FIFA	Drop must be 5 yds. from touch line. A goal may not be scored direct from a drop ball. <i>Drop to player of team that had last possession. If ball was in penalty area, drop to defenders' goalkeeper, all opposing players must be out of penalty area. All other players in either case must be 4 yards from the ball</i>	Goal cannot be scored directly from a dropped ball. Ball is in play when it hits the ground. It must first be touched by at least 2 players. If it goes directly into opponent's goal – goal kick, if into own goal – corner kick. <i>Ball is dropped before a single play; all other players must be 4 meters away</i>
<u>BALL IN AND OUT OF PLAY</u>	<u>RULE 9</u>	<u>RULE 9</u>	<u>LAW 9</u>
Restart after injury, inadvertent whistle, replaced cross bar, etc.	Drop ball where play was stopped by the referee except if in <i>penalty area, drop for GK</i> <i>If outside Penalty area, drop for one player of team that last touched ball. All other players must be 5 yds. away</i> If injury and or other stoppage and GK has possession of ball when play stopped – then IFK to GK's team, unless stopped for a foul.	Drop must be 5 yds. from touch line. A goal may not be scored direct from a drop ball. <i>Drop to player of team that had last possession. If ball was in penalty area, drop to defenders' goalkeeper, all opposing players must be out of penalty area. All other players in either case must be 4 yards from the ball</i>	Same as NCAA, except no special goalkeeper provision. <i>All players must remain at least 4 meters from the spot of the drop until ball is in play. Ball is dropped for one player and drop is uncontested</i>

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Ball strikes overhead wire or tree extending into field	Drop ball from location of last touching to the team who touched it last.	Local ground rule to be discussed prior to game. No set rule	No provision in IFAB Law Book. Check with local rules of competition.
<u>SCORING</u>	<u>RULE 10</u> No differences between the three	<u>RULE 10</u> No differences between the three	<u>LAW 10</u> No differences between the three
<u>OFFSIDE</u>	<u>RULE 11</u> See Footnote on page 18 Same as IFAB	<u>RULE 11</u> See Footnote on page 17 Same as IFAB	<u>LAW 11</u> See Footnote on page 18
<u>VIOLATIONS AND MISCONDUCT</u>	<u>RULE 12</u>	<u>RULE 12</u>	<u>LAW 12</u>
Caution-Reasons (Yellow Card)	Entering or leaving field w/o referee permission; persistent infringement of rules; dissent; incidental profane language; unsporting conduct (includes taunting and excessive celebration); delays restart; encroachment of free kicks and corner kicks; coach may be cautioned for coaching outside of team area. Coach and bench personnel may be carded. (yellow or red)	Same as NCAA – also use of video or communication, etc. to assist in coaching; use of tobacco at game site. Unsporting conduct includes coaching outside of box, faking injury, simulating a foul, excessive goal celebration, reckless play. Cautioned player must go off, if subbed for, may return at next opportunity to sub. Coach may be cautioned for team or bench misconduct that cannot be attributed to specific player. Coach and bench personnel CAN be carded (yellow or red). Coach carded if player illegally equipped and player must go off until next sub time Any subsequent illegal equipment infractions-player is carded, not coach. Note that taunting is a red card. Delayed or excessive acts to focus attention on player or prohibits timely restart. Foul on obvious goal scoring opportunity, but goal scored.	Unsporting behavior (includes removing jersey when celebrating a goal and simulating any action to deceive referee), dissent, persistent infringement of laws, delays restart, encroachment on free kicks and corner kicks, enters, re-enters or leaves the field without referee's permission, excessive celebration that causes safety or security concerns, <i>Coach and bench personnel can be carded</i> , as well as subs on bench . Some DOGSO offenses in penalty area when attempting to play the ball. Reckless challenges

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<u>VIOLATIONS AND MISCONDUCT</u>	<u>RULE 12</u>	<u>RULE 12</u>	<u>LAW 12</u>
Ejection-Reasons (Red Card)	Serious foul play; violent behavior; fighting; spits at anyone; denies an obvious goal-scoring opportunity-see DOGSO footnote on page 18; uses hostile or abusive, language or harassment that refers to race, religion, sex, sexual orientation or national origin, or other threatening or obscene language, behavior or conduct; receives a 2d caution; 3rd occurrence of coaching outside of team area. Coach and bench may be carded	2nd caution (cannot be replaced); violent conduct; taunting; serious foul play; hand ball to prevent goal if ball does not go into goal, foul against an opponent who is moving toward goal with an obvious opportunity to score (DOGSO), spitting at an opponent, teammate or official; using offensive, insulting or abusive language or gestures; leaves bench when a fight is taking place. Coach and bench may be carded.	Serious foul play or challenge (includes any tackle which endangers safety of opponent); violent conduct; spits at anyone; denies an obvious goal-scoring opportunity (see footnote on last page) by handling or any offense punishable by a free kick; uses offensive, insulting or abusive language or and/or actions; <i>biting or spitting</i> ; receives a 2nd caution. Excessive force challenges. <i>Coach and bench personnel can be carded</i>
Player on field at end of period is ejected or disqualified during the interval	Team plays short in the next half	Team does not have to remove a player to start the next period R12.8.2 Situation F	Team plays short the rest of the game.
Charging Goalkeeper	May not be charged or interfered with while in possession of ball within his penalty area	Keeper cannot be charged in his penalty area unless dribbling ball with his feet or obstructing	May be fairly charged in the goal area if going for the ball other than with his/her hands. May not be charged while holding ball or having possession of the same.
Addressing Referee Between periods	Only captain permitted unless others summoned by referee. 1st- occur. Verbal warning, 2nd- occur, Caution, 3rd- occur.	Only team captain should address referee	No provision
<u>FREE KICKS</u>	<u>RULE 13</u>	<u>RULE 13</u>	<u>LAW 13</u>
Direct free kick Offenses (See footnote)	Spitting, kicking or attempt to kick, striking or attempt, tripping or attempt, using blood to assault, jumping at, handling ball, holding, pushing, charging violently, violently fouling goalkeeper while in possession of ball in the penalty area, all against an opponent; <i>accidental handling and ball scores or creates goal-scoring chance</i>	Basically, the same as NCAA, but specifies also charging an opponent while the opponent in the act of playing the ball, has both feet off of the ground. Spitting at an opponent.	Same as NCAA but specifies also tackling an opponent in a manner deemed careless, reckless or with excessive force. Impeding progress when there is contact, assault on official, teammate or non-player. Biting anyone, Sendoff player, sub or team official who enters field and interferes with play or opponent. Throwing or kicking ball onto field to interfere

TOPIC	NCAA	NFHS.	IFAB/FIFA
<u>FREE KICKS</u>	<u>RULE 13</u>	<u>RULE 13</u>	<u>LAW 13</u>
Indirect free kick offenses (See Footnote)	Playing the ball a 2nd time before it is played or touched by another player at kickoff, throw-in, free kick, corner kick, goal kick or penalty kick; GK holds ball more than 6 secs. sub at improper time or without being beckoned by referee, persons other than players and ARs entering field with referee permission; improper coaching from the touchline after verbal warning; dissent; unsporting behavior (includes excessive celebration) or inappropriate language; dangerous play involving an opponent; offside; charging when ball is not within playing distance unless obstructed; interfering with goalkeeper before release of ball; illegal obstruction; leaving field without referee permission; goalkeeper receives ball in the hands deliberately kicked or thrown by teammate; goalkeeper handles ball after relinquishing possession; use of tobacco; when game is stopped for injury to goal keeper when in possession of ball. Assaulting a game official, teammate, or non-player. <i>See footnote regarding wall.</i>	Same as NCAA, but no mention of restart for 2nd violation of improper coaching from touchline. Adds that if play is stopped for misconduct of player, coach or bench and no other restart takes precedence, an IFK is awarded. Spitting at teammate or game official. If on field, from spot of offence, if off field, from spot where ball was, when match stopped. Dangerous play may involve an opponent or a teammate. Player, coach, or bench personnel enters or leaves field w/o permission of an official and does not interfere with play. Once ball is released by goal keeper, GK may not touch it again with hands until it has been played or touched by a teammate outside of penalty area or by opposing player either inside or outside the penalty area.	Dangerous play, impedes progress of opponent when there is no contact, prevents goalkeeper from releasing ball, commits any offense not sanctioned by a direct free kick for which play is stopped to caution or send off a player; goalkeeper takes more than 6 seconds. before releasing ball; touches ball again with hands after releasing and before it has touched another player; goalkeeper touches ball with hands after it has been deliberately kicked to him by team-mate, or handles the ball on a throw in to him by team-mate, offside. <i>All verbal offences.</i> An offense committed outside field with ball in play against own team, IFK from boundary line.
<u>PENALTY KICKS</u>	<u>RULE 14</u>	<u>RULE 14</u>	<u>LAW 14</u>
Ball Placement and keeper position	On the 9" spot or 2-foot line. Keeper must have one foot on or over the goal line	Ball placed on 9" spot of 2-foot line <i>Same as FIFA.</i>	On the penalty mark. <i>Keeper must have at least part of one foot touching, in line with, or behind the goal line.</i>
Stutter stepping or faking by the kicker	Same as IFAB – Player cannot stop completely	Same as IFAB – cannot fully stop and there is continuous movement toward the ball	Permitted – no infraction if during run-up to kick. Cannot stop fully

TOPIC	NCAA	NFHS	IFAB/FIFA
<u>PENALTY KICKS</u>	<u>RULE 14</u>	<u>RULE 14</u>	<u>LAW 14</u>
Player taking kick infringes or teammate encroaches and ball does not go into goal	If ball goes directly out of play without being touched – goal kick. If ball rebounds into or out of play, an indirect free kick is awarded	Goal kick if ball goes directly over goal line. If deflected out by goalkeeper or ball bounces into play – Indirect free kick to defenders. If saved by goalkeeper, play continues	Indirect free kick given to defenders at the point of infraction. If GK and kicker both offend and ball goes into goal, indirect free kick, and caution to keeper.
Kicks from the penalty spot/mark (tiebreaker)	No player reduction if other team is less than 11. Coach not allowed in center circle during kicks. 10 kickers to be designated from the roster to remain at center circle. Order can be changed if more kicks required. Need not have been on field at end of match. Coin toss to determine goal to be used.	Same as NCAA Coach selects the first 5 kickers. If still tied, 5 different players are selected. Any player on the roster may take part. Coach and non-kickers must remain in team area.	If one team playing short, other team, must reduce number of kickers to equalize, coach not permitted on field. Each team must have same number of kickers. Only players on the field at the end of the match may take part. Kickers to remain in center circle. After all are taken order can be changed.
Kicker plays ball backwards	Indirect Free Kick to defending team.	Indirect free kick to defending team.	Indirect Free Kick to defending team.
After kick is taken, but before being touched by another player or hits the goal, necessitating a suspension (i.e. outside agent).	Kick is retaken	Kick is retaken	Same as NCAA
<u>THROW-IN</u>	<u>RULE 15</u>	<u>RULE 15</u>	<u>LAW 15</u>
Position of Defenders	Same as IFAB	Same as IFAB	All must stand no less than 2 meters (2 yards) from the point on the touchline from where the throw-in is to be taken, may not jump about or distract – caution is given.
Ball never enters field	Throw-in awarded to opponent	Same as NCAA	Throw-in retaken. Cannot kneel or sit. Must stand
Throw-in by impaired player using only one hand	No provision	Legal – One-handed throw-in allowed in such cases	Same as NFHS

TOPIC	NCAA	NFHS	IFAB/FIFA
<u>GOAL KICK</u>	<u>RULE 16</u>	<u>RULE 16</u>	<u>LAW 16</u>
Ball is in play and Free Kicks in penalty area	<i>Same as IFAB</i>	Same as NCAA	<i>Ball is in play as soon as kick is taken, and the ball clearly moves. Ball need not leave penalty area. Also, for free kicks in the penalty area</i>
Moving ball in goal area after it is spotted	No prohibition unless movement is for purposes of time wasting	Once spotted, ball may not be moved to another part of goal area	Same as NCAA
<u>CORNER KICK</u>	<u>RULE 17</u> No significant differences in the three sets of Rules and Laws	<u>RULE 17</u> No significant differences in the three sets of Rules and Laws	<u>LAW 17</u> No significant differences in the three sets of Rules and Laws
<u>MISCELLANEOUS</u>			
Foul indicated by Assistant Referee	Flag held vertically overhead with a slight circular wave	Flag held vertically overhead until referee acknowledges and then a slight circular wave of the flag is made and point in direction of restart	Same as NCAA, but make eye contact with referee before waving flag
Coach conveying tactical information to team and coach and player restrictions	Coach cannot leave coaching and team area to give instruction. Cannot instruct if on the field during an injury. Coach may use electronic tablet or dry- erase board. No player, coach or team rep. except captain may approach or speak to referee between periods, unless summoned by referee. Coach permitted to view from press box and can communicate with bench electronically but not with players	No restriction, coach may give instructions to team during an injury. Coach may use electronic equipment and tablets on sideline but cannot use them to communicate with players during play.	Only one person at a time is allowed to convey tactical instructions from the technical area
Future Requirements or proposals under consideration	<i>Nothing on the agenda for the next 2 years that is not coming from IFAB first</i>	None presently known	Goal line technology may be used. Leagues may allow "Sin Bin" for cautioned players (youth, etc.)
Protest by Coach	Allowed up to 48 hours after end of match. <i>Limited to player identification, illegal participation, or violent behavior II or fighting ejection</i>	No protests permitted	No Provision
Outside agent touches ball as it goes into goal	Drop ball	Drop ball	Referee may award goal if the touch had no impact on the defenders

TOPIC	NCAA	NFHS	IFAB/FIFA
MISCELLANEOUS			
Video Review	Equip. must be at field level or scorer's table. Call on field can only be overturned if evidence is indisputable. Only <i>six</i> situations can be reviewed: ball over goal line for a goal, identify players for discipline, determine if a fight or violent behavior occurred and to identify participants, <i>timing issues, and if foul committed inside penalty area</i>	No provision	May be used Video Assistant Referees (VAR) Now used in MLS and elsewhere
Ball in Play on Free Kicks	Ball must be touched and moved	Ball must be kicked and visibly moved	Same as NFHS. <i>Note for free kicks by defender in the penalty area, in play when ball is kicked</i>
Restart after Delays	No contest may be started or restarted more than 3 hours after the originally scheduled start time unless mutually agreed upon prior to the start of the game.	No similar provision	No similar provision

Footnote to the IFAB Offside Law 11 concerning interpretation of "INTERFERING" and "GAINING AN ADVANTAGE".

"Interfering with an Opponent" means preventing an opponent from playing or being able to play the ball by clearly obstructing the opponent's line of vision or movement for challenging an opponent for the ball.

"Gaining an Advantage" by being in an offside position means playing a ball that (1) *rebounds or is deflected* to him/her off the goal post, crossbar or an opponent; (2) that *rebounds or is deflected* to him/her from a deliberate save by an opponent; (3) receiving the ball from an opponent who *deliberately* plays the ball such as a miskick or misdirected header (except for a deliberate save), is not considered to have gained an advantage and is not offside.

Footnote regarding DOGSO

IFAB Law 12 regarding DOGSO: In IFAB Laws of the Game, if the offense occurs inside the penalty area a penalty kick is awarded. A caution is awarded if the foul was an attempt to play the ball. It is still a penalty kick and a red card for handling, holding, pushing, pulling or violent conduct and serious foul challenges. If direct free kick offense occurs outside of the penalty area, and denies an obvious goal, a red card is given. This is also in effect for NCAA and NFHS. Note that in NCAA DOGSO outside of the penalty area must be a direct free kick foul, whereas in IFAB any free kick offense.

Footnote regarding free kicks – In IFAB, NCAA and HS Fed. Laws, attacking team must be at least 1 yard or 1 meter away from the defensive wall until the ball is in play. "Wall" is defined as 3 or more defensive players. Attacking player cannot be in such a wall and if attacking player is less than 1 yard from wall, an IFK is given.